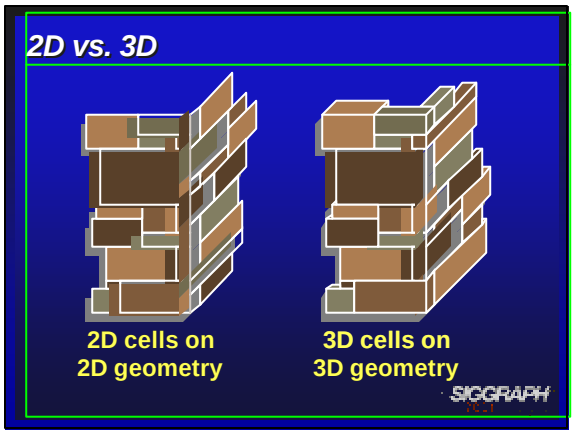
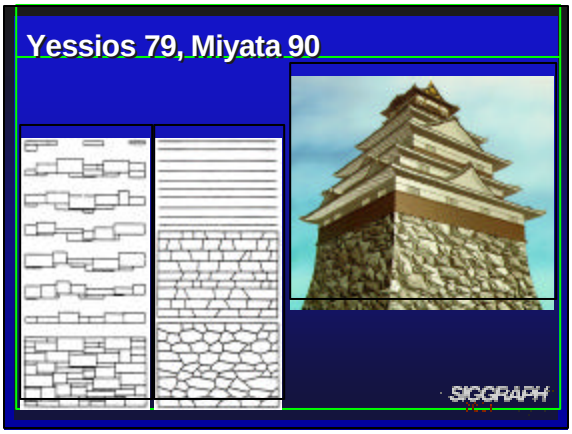
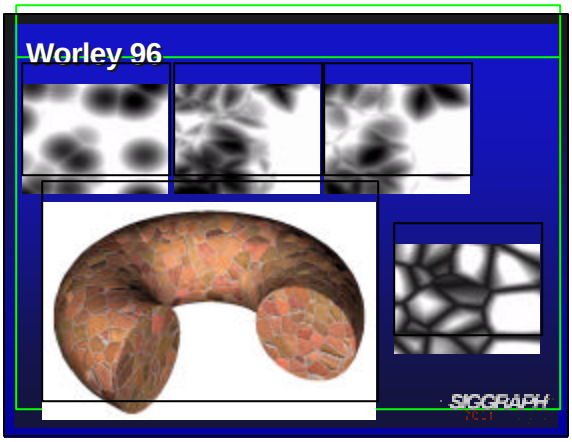
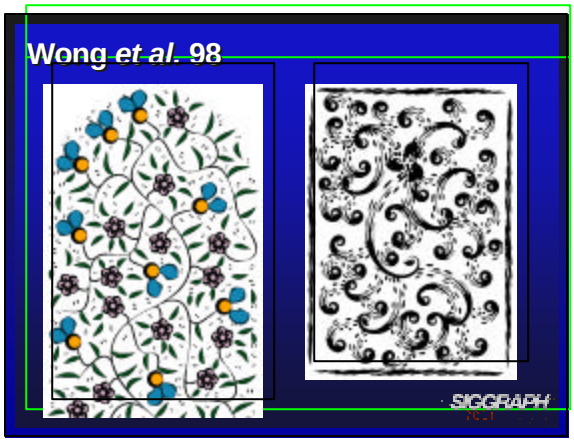
SIGGRAPH


2D vs. 3D
2D cells on
2D geometry
3D cells on
3D geometry
SIGGRAPH

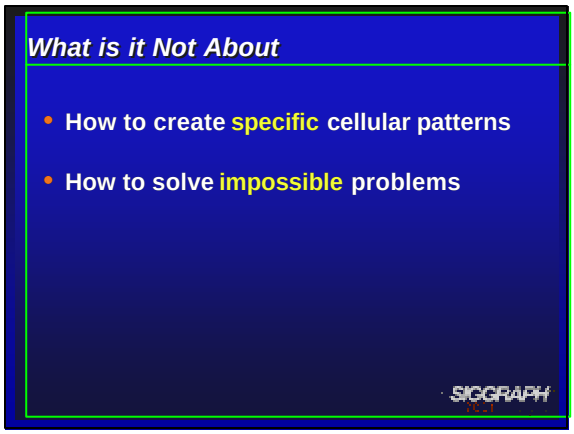

Yessios 79, Miyata 90
SIGGRAPH

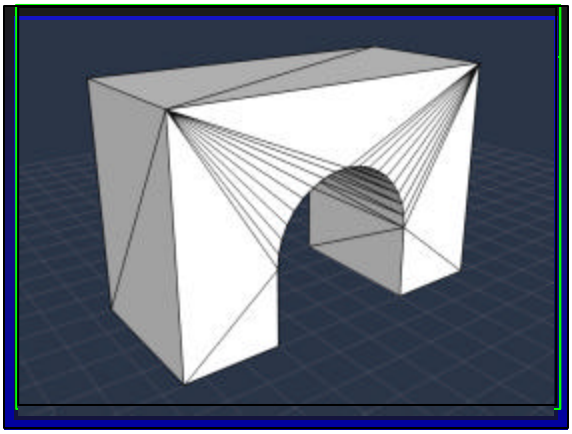
Fleischer et al. 95
SIGGRAPH

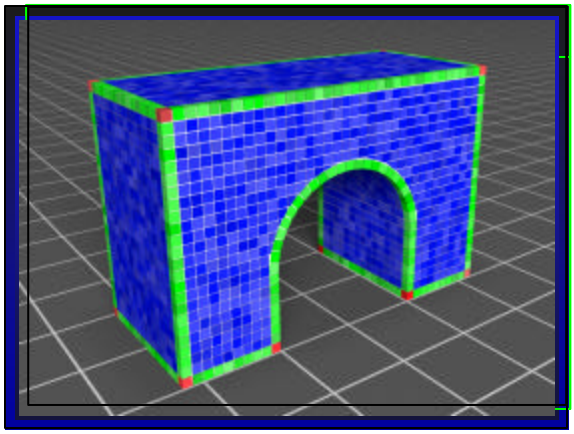

Worley 96
SIGGRAPH

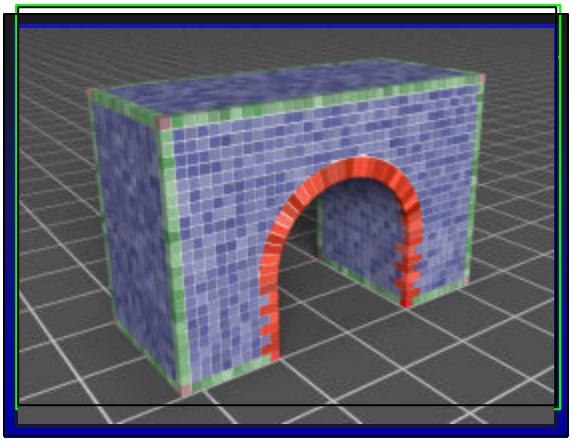

Wong et al. 98
SIGGRAPH

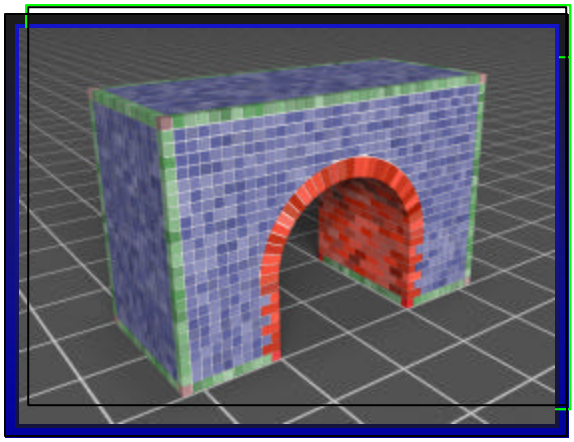
SIGGRAPH

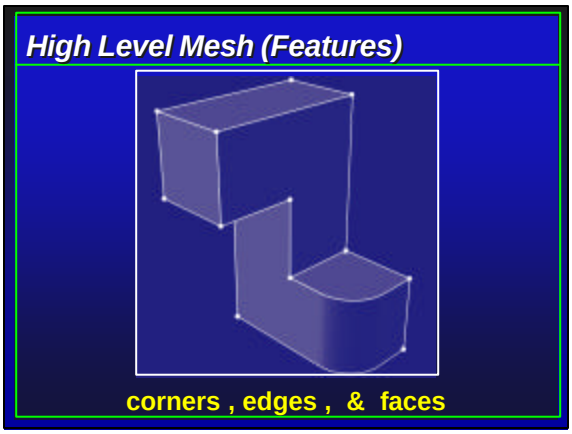

What is it Not About
How to create specific cellular patterns
How to solve impossible problems
SIGGRAPH

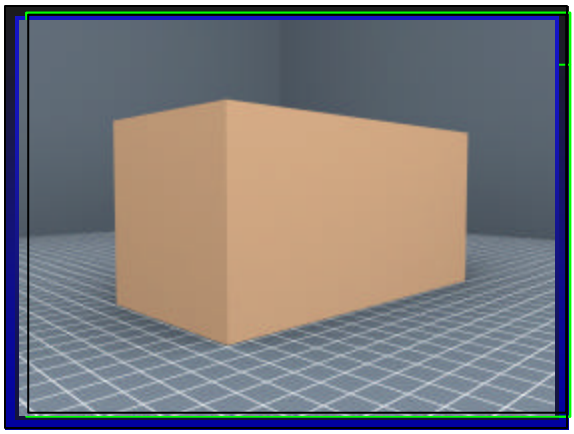


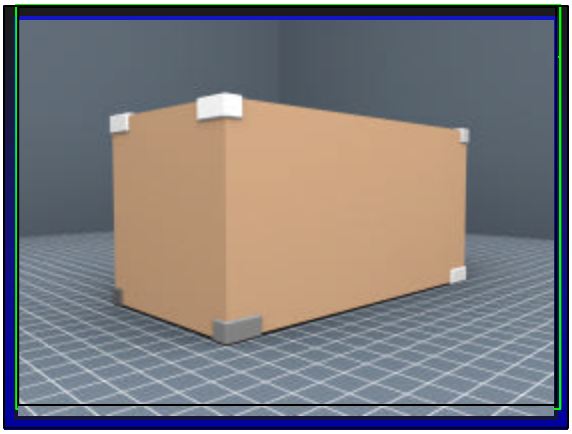


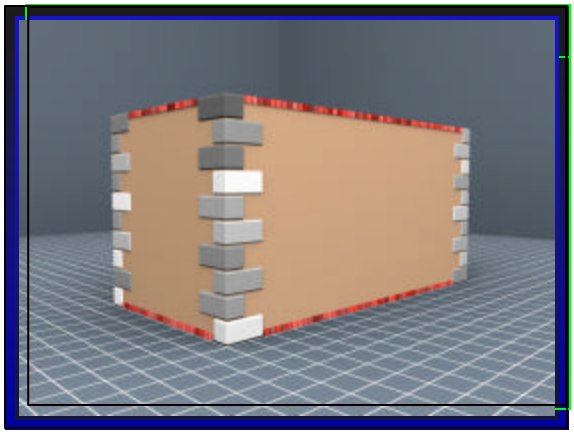


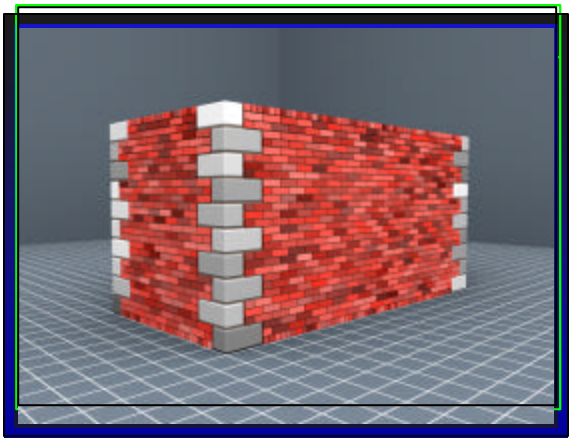


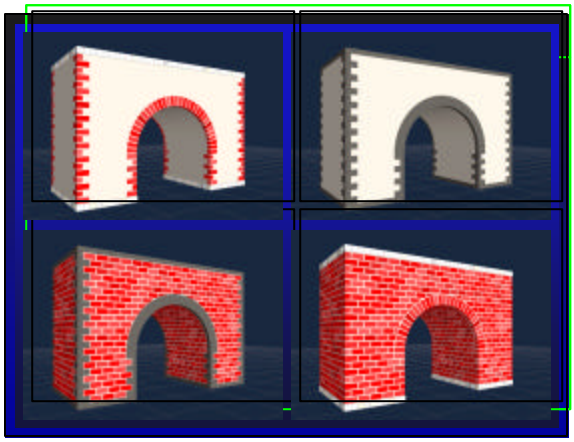

High Level Mesh (Features)
corners , edges , & faces



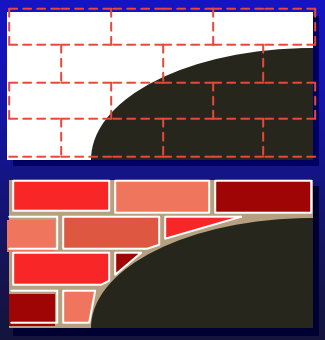








Clipping



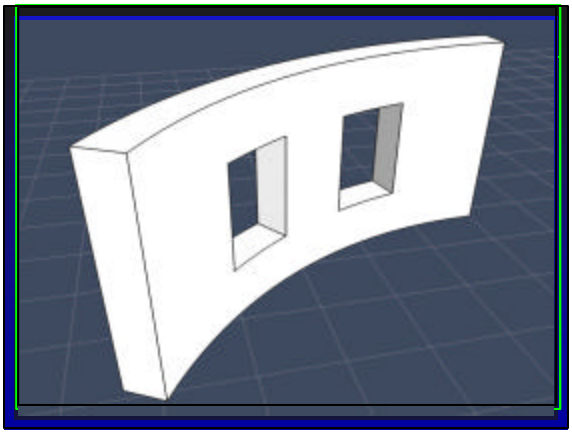
SIGGRAPH

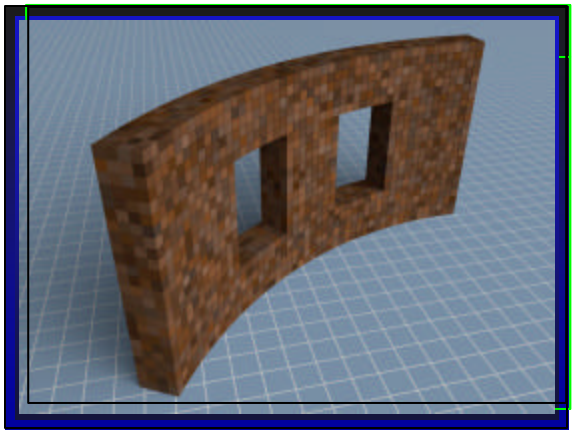
Input and Output

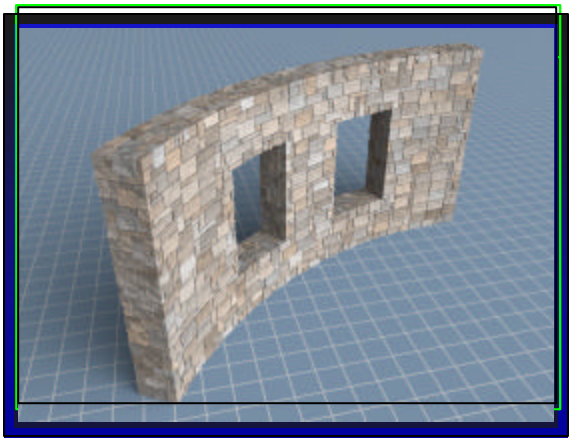
Input: Feature w/ adjacency information
Occupancy map
Pattern-specific parameters

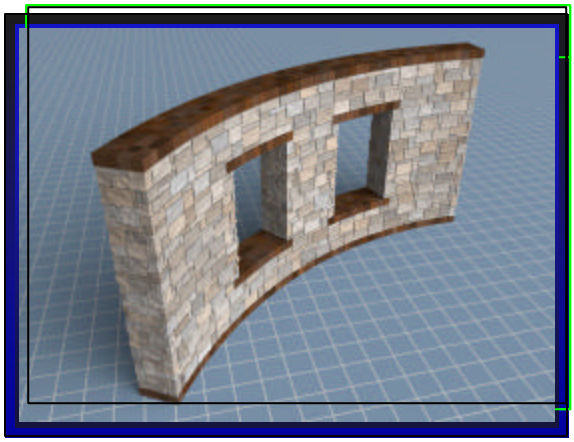
Output: List of cells

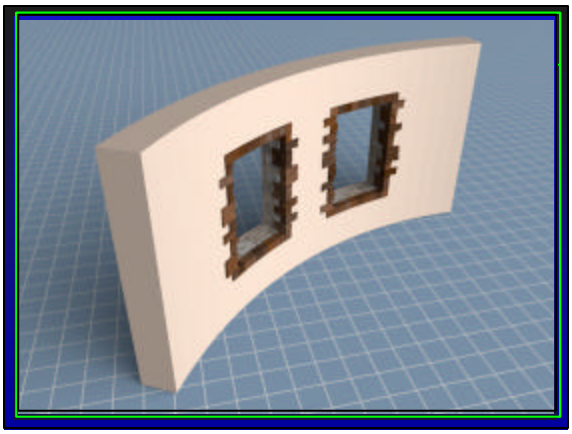
SIGGRAPH

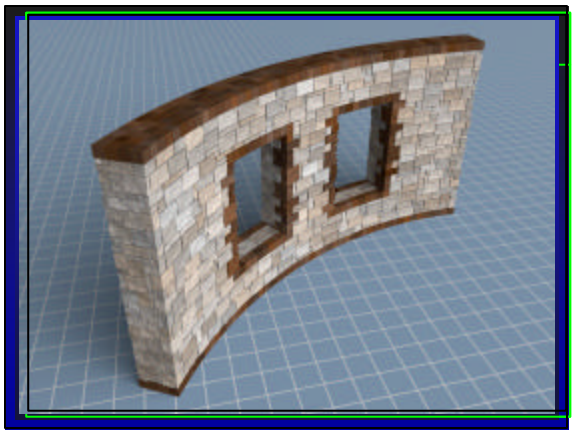












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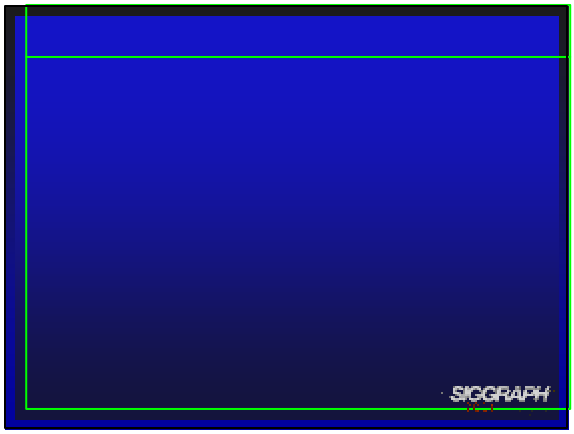
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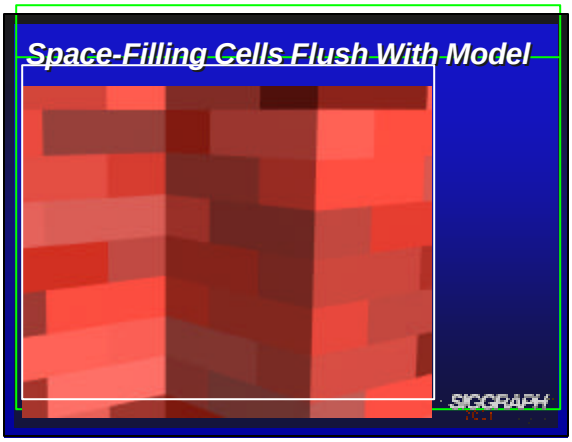
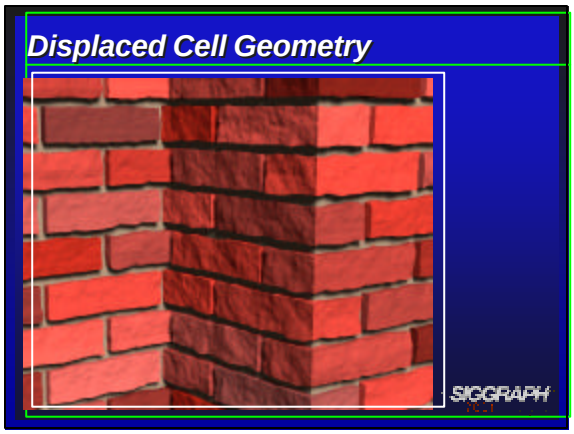
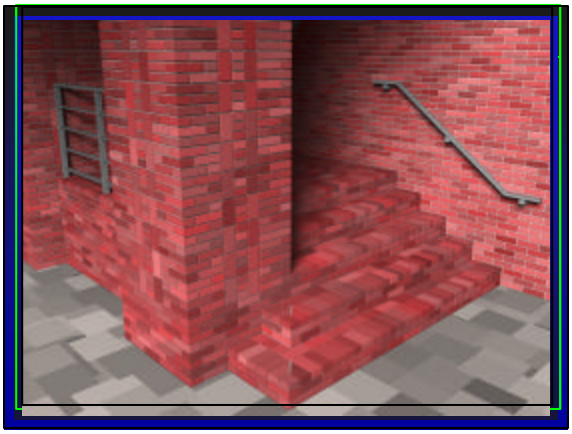

Space-Filling Cells Flush With Model
SIGGRAPH

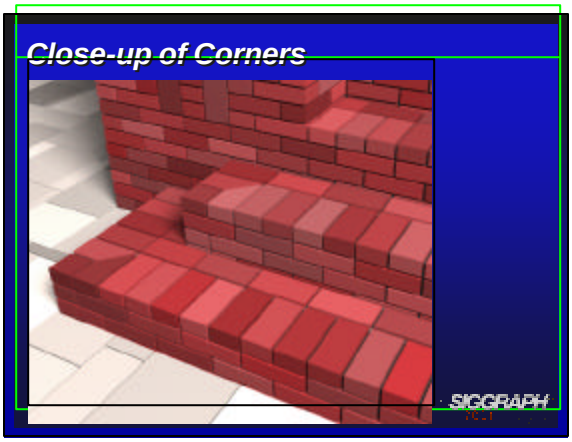
Space-Filling Cells Flush With Model
SIGGRAPH

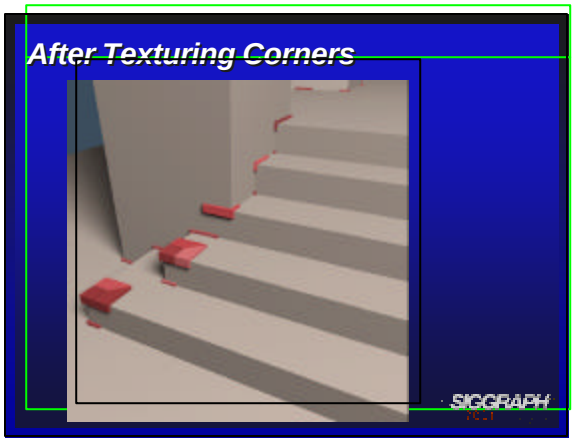
Shrunken Model for Mortar
SIGGRAPH

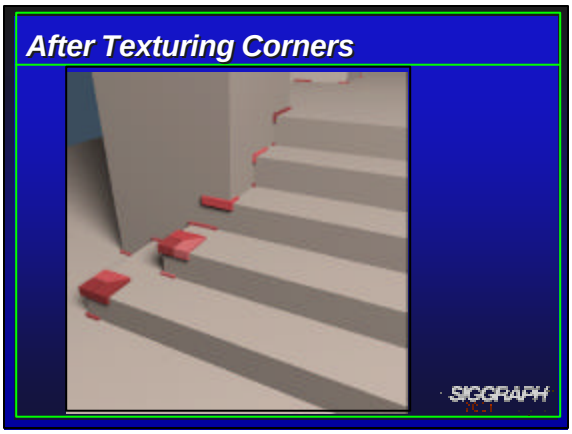

Displaced Cell Geometry
SIGGRAPH

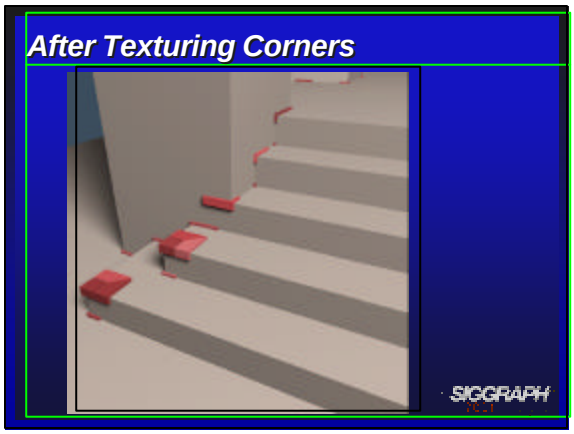


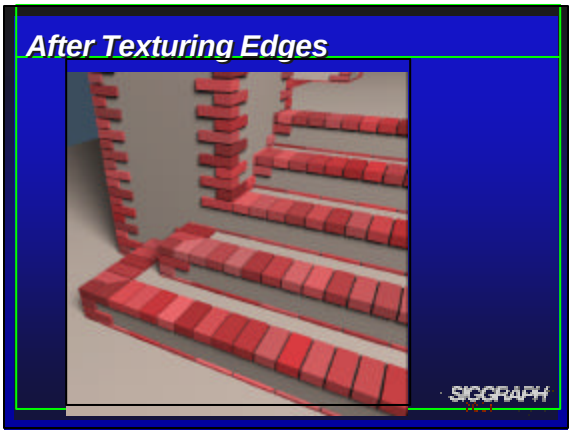
Close-up of Corners
SIGGRAPH

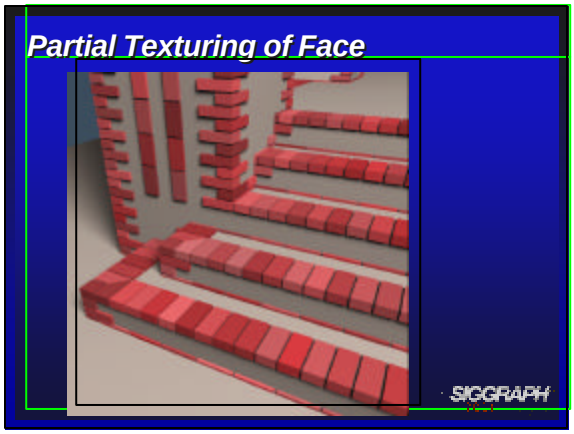

Close-up of Corners
SIGGRAPH


After Texturing Corners
SIGGRAPH


After Texturing Corners
SIGGRAPH

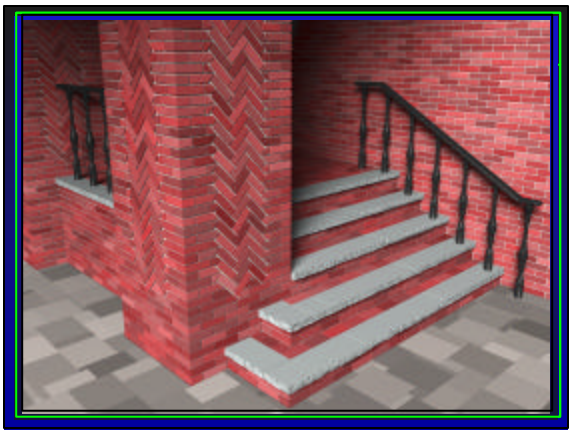

After Texturing Corners
SIGGRAPH

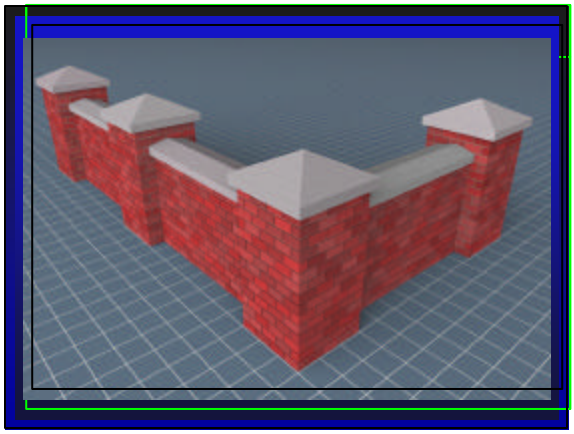
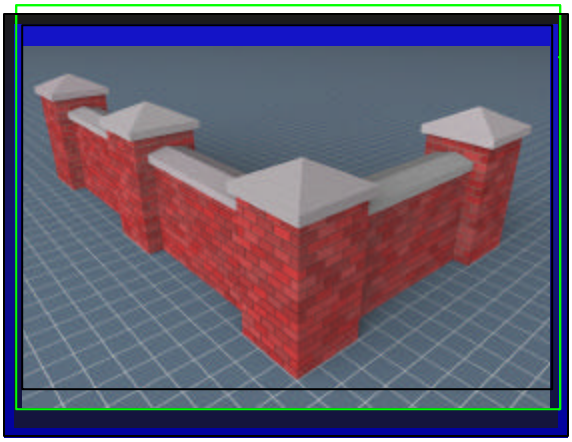

After Texturing Edges
SIGGRAPH


Partial Texturing of Face
SIGGRAPH

After Texturing Faces
SIGGRAPH

SIGGRAPH



SIGGRAPH

SIGGRAPH